

In the Claims:

Please cancel claims 10, 19, 29, 38, 48, and 57, and please amend claims 1, 5, 7-9, 11, 17, 18, 20, 24, 26-28, 30, 36, 37, 39, 43, 45-47, 49, 55, and 56 as indicated below.

1. (Currently amended) A computer-implemented method, comprising:

receiving an instant messaging operation directed to a given user, wherein said given user is not offline, and wherein said instant messaging operation is associated with a given presence state of an instant messenger;

determining a current presence state of ~~[[an]]~~ said instant messenger in response to receiving said instant messaging operation, wherein said current presence state corresponds to said given user; and

in response to determining that said given presence state matches said current presence state, ~~selectively~~ processing said instant messaging operation ~~dependent upon said presence state in response to said determining.~~

2. (Original) The method as recited in claim 1, wherein said instant messaging operation comprises a chat operation.

3. (Original) The method as recited in claim 1, wherein said instant messaging operation comprises an alert operation.

4. (Original) The method as recited in claim 1, wherein said instant messaging operation comprises a poll operation.

5. (Currently amended) The method as recited in claim 1, wherein ~~selectively~~ processing said instant messaging operation ~~dependent upon said presence state~~ further comprises:

notifying said given user of said instant messaging operation if said current presence state is indicative of an idle user state; and

queuing said instant messaging operation without notifying said given user if said current presence state is indicative of a busy user state.

6. (Original) The method as recited in claim 5, wherein said instant messaging operation is a chat operation initiated by a second user, and wherein queuing said instant messaging operation without notifying said given user further comprises notifying said second user of said queuing.

7. (Currently amended) The method as recited in claim 5, further comprising:

detecting a transition from a current presence state indicative of a busy user state to a current presence state indicative of an idle user state subsequent to said queuing; and

notifying said given user of a queued instant messaging operation in response to detecting said transition.

8. (Currently amended) The method as recited in claim 1, further comprising:

detecting a computer system activity level indicative of computer system activity;

determining whether said activity level exceeds an activity threshold in response to said detecting; and

transitioning said current presence state of said instant messenger to a busy state in response to determining that said activity level exceeds said activity threshold.

9. (Currently amended) The method as recited in claim 1, further comprising:

storing schedule information corresponding to said given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

querying said schedule information; and

if ~~[[a]]~~ said current presence state of said instant messenger does not correspond to said activity status indicated by said schedule information, assigning a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

10. (Canceled)

11. (Currently amended) A computer-implemented method, comprising:

storing an instant messaging operation associated with a given presence state of an instant messenger, wherein said given presence state corresponds to an online given user;

detecting a transition of a current presence state of said instant messenger to said given presence state subsequent to said storing; and

performing said instant messaging operation in response to said detecting.

12. (Original) The method as recited in claim 11, wherein said instant messaging operation comprises a chat operation.

13. (Original) The method as recited in claim 12, wherein said given presence state is indicative of an idle user state, and wherein performing said instant messaging operation comprises initiating said chat operation.

14. (Original) The method as recited in claim 11, wherein said instant messaging operation comprises an alert operation.

15. (Original) The method as recited in claim 14, wherein said given presence state is indicative of an idle user state, and wherein performing said instant messaging operation comprises initiating said alert operation.

16. (Original) The method as recited in claim 11, wherein said instant messaging operation comprises a poll operation.

17. (Currently amended) The method as recited in claim 11, further comprising:

detecting a computer system activity level indicative of computer system activity;

determining whether said activity level exceeds an activity threshold in response to said detecting; and

transitioning said current presence state of said instant messenger to a busy state in response to determining that said activity level exceeds said activity threshold.

18. (Currently amended) The method as recited in claim 11, further comprising:

storing schedule information corresponding to said given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

querying said schedule information; and

if [[a]] said current presence state of said instant messenger does not correspond to said activity status indicated by said schedule information, assigning a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

19. (Canceled)

20. (Currently amended) A computer-accessible storage medium, comprising program instructions, wherein the program instructions are computer-executable to:

receive an instant messaging operation directed to a given user, wherein said given user is not offline, and wherein said instant messaging operation is associated with a given presence state of an instant messenger;

determine a current presence state of [[an]] said instant messenger in response to receiving said instant messaging operation, wherein said current presence state corresponds to said given user; and

in response to determining that said given presence state matches said current presence state, selectively process said instant messaging operation ~~dependent upon said presence state in response to said determining.~~

21. (Previously presented) The computer-accessible storage medium as recited in claim 20, wherein said instant messaging operation comprises a chat operation.

22. (Previously presented) The computer-accessible storage medium as recited in claim 20, wherein said instant messaging operation comprises an alert operation.

23. (Previously presented) The computer-accessible storage medium as recited in claim 20, wherein said instant messaging operation comprises a poll operation.

24. (Currently amended) The computer-accessible storage medium as recited in claim 20, wherein ~~selectively to process processing~~ said instant messaging operation, said program instructions are further computer-executable to dependent upon said presence state further comprises:

~~notifying~~ notify said given user of said instant messaging operation if said current presence state is indicative of an idle user state; and

~~queuing~~ queue said instant messaging operation without notifying said given user if said current presence state is indicative of a busy user state.

25. (Previously presented) The computer-accessible storage medium as recited in claim 24, wherein said instant messaging operation is a chat operation initiated by a second user, and wherein queuing said instant messaging operation without notifying said given user further comprises notifying said second user of said queuing.

26. (Currently amended) The computer-accessible storage medium as recited in claim 24, wherein said program instructions are further computer-executable to:

detect a transition from a current presence state indicative of a busy user state to a current presence state indicative of an idle user state subsequent to said queuing; and

notify said given user of a queued instant messaging operation in response to detecting said transition.

27. (Currently amended) The computer-accessible storage medium as recited in claim 20, wherein said program instructions are further computer-executable to:

detect a computer system activity level indicative of computer system activity;

determine whether said activity level exceeds an activity threshold in response to said detecting; and

transition said current presence state of said instant messenger to a busy state in response to determining that said activity level exceeds said activity threshold.

28. (Currently amended) The computer-accessible storage medium as recited in claim 20, wherein said program instructions are further computer-executable to:

store schedule information corresponding to said given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

query said schedule information; and

if [[a]] said current presence state of said instant messenger does not correspond to said activity status indicated by said schedule information, assign a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

29. (Canceled)

30. (Currently amended) A computer-accessible storage medium, comprising program instructions, wherein the program instructions are computer-executable to:

store an instant messaging operation associated with a given presence state of an instant messenger, wherein said given presence state corresponds to a given user;

detect a transition of a current presence state of said instant messenger to said given presence state subsequent to said storing; and

perform said instant messaging operation in response to said detecting.

31. (Previously presented) The computer-accessible storage medium as recited in claim 30, wherein said instant messaging operation comprises a chat operation.

32. (Previously presented) The computer-accessible storage medium as recited in claim 31, wherein said given presence state is indicative of an idle user state, and wherein performing said instant messaging operation comprises initiating said chat operation.

33. (Previously presented) The computer-accessible storage medium as recited in claim 30, wherein said instant messaging operation comprises an alert operation.

34. (Previously presented) The computer-accessible storage medium as recited in claim 33, wherein said given presence state is indicative of an idle user state, and wherein performing said instant messaging operation comprises initiating said alert operation.

35. (Previously presented) The computer-accessible storage medium as recited in claim 30, wherein said instant messaging operation comprises a poll operation.

36. (Currently amended) The computer-accessible storage medium as recited in claim 30, wherein said program instructions are further computer-executable to:

detect a computer system activity level indicative of computer system activity;

determine whether said activity level exceeds an activity threshold in response to said detecting; and

transition said current presence state of said instant messenger to a busy state in response to determining that said activity level exceeds said activity threshold.

37. (Currently amended) The computer-accessible storage medium as recited in claim 30, wherein said program instructions are further computer-executable to:

store schedule information corresponding to said given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

query said schedule information; and

if [[a]] said current presence state of said instant messenger does not correspond to said activity status indicated by said schedule information, assign a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

38. (Canceled)

39. (Currently amended) A system, comprising:

a computer system;

an instant messenger software module configured to execute on said computer system;

wherein said instant messenger software module is further configured to:

receive an instant messaging operation directed to a given user, wherein said given user is not offline, and wherein said instant messaging operation is associated with a given presence state of an instant messenger;

determine a current presence state of ~~[[an]]~~ said instant messenger in response to receiving said instant messaging operation, wherein said current presence state corresponds to said given user; and

in response to determining that said given presence state matches said current presence state, ~~selectively~~ process said instant messaging operation ~~dependent upon said presence state in response to said determining.~~

40. (Original) The system as recited in claim 39, wherein said instant messaging operation comprises a chat operation.

41. (Original) The system as recited in claim 39, wherein said instant messaging operation comprises an alert operation.

42. (Original) The system as recited in claim 39, wherein said instant messaging operation comprises a poll operation.

43. (Currently amended) The system as recited in claim 39, wherein to ~~selectively~~ processing said instant messaging operation, said instant messenger software module is further configured to ~~dependent upon said presence state further comprises:~~

~~notifying~~ notify said given user of said instant messaging operation if said current presence state is indicative of an idle user state; and

~~queuing~~ queue said instant messaging operation without notifying said given user if said current presence state is indicative of a busy user state.

44. (Original) The system as recited in claim 43, wherein said instant messaging operation is a chat operation initiated by a second user, and wherein queuing said instant messaging operation without notifying said given user further comprises notifying said second user of said queuing.

45. (Currently amended) The system as recited in claim 43, wherein said instant messenger software module is further configured to:

detect a transition from a current presence state indicative of a busy user state to a current presence state indicative of an idle user state subsequent to said queuing; and

notify said given user of a queued instant messaging operation in response to detecting said transition.

46. (Currently amended) The system as recited in claim 39, wherein said instant messenger software module is further configured to:

detect a computer system activity level indicative of computer system activity;

determine whether said activity level exceeds an activity threshold in response to said detecting; and

transition said current presence state of said instant messenger software module to a busy state in response to determining that said activity level exceeds said activity threshold.

47. (Currently amended) The system as recited in claim 39, wherein said instant messenger software module is further configured to:

store schedule information corresponding to said given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

query said schedule information; and

if [[a]] said current presence state of said instant messenger software module does not correspond to said activity status indicated by said schedule information, assign a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

48. (Canceled)

49. (Currently amended) A system, comprising:

a computer system;

an instant messenger software module configured to execute on said computer system;

wherein said instant messenger software module is further configured to:

store an instant messaging operation associated with a given presence state of said instant messenger software module, wherein said given presence state corresponds to a given user;

detect a transition of a current presence state of said instant messenger to
said given presence state subsequent to said storing; and

perform said instant messaging operation in response to said detecting.

50. (Original) The system as recited in claim 49, wherein said instant messaging operation comprises a chat operation.

51. (Original) The system as recited in claim 50, wherein said given presence state is indicative of an idle user state, and wherein performing said instant messaging operation comprises initiating said chat operation.

52. (Original) The system as recited in claim 49, wherein said instant messaging operation comprises an alert operation.

53. (Original) The system as recited in claim 52, wherein said given presence state is indicative of an idle user state, and wherein performing said instant messaging operation comprises initiating said alert operation.

54. (Original) The system as recited in claim 49, wherein said instant messaging operation comprises a poll operation.

55. (Currently amended) The system as recited in claim 49, wherein said instant messenger software module is further configured to:

detect a computer system activity level indicative of computer system activity;

determine whether said activity level exceeds an activity threshold in response to
said detecting; and

transition said current presence state of said instant messenger software module to a busy state in response to determining that said activity level exceeds said activity threshold.

56. (Currently amended) The system as recited in claim 49, wherein said instant messenger software module is further configured to:

store schedule information corresponding to said given user, wherein said schedule information is indicative of an activity status of said given user at a given time;

query said schedule information; and

if [[a]] said current presence state of said instant messenger software module does not correspond to said activity status indicated by said schedule information, assign a different presence state that corresponds to said activity status in response to said querying, wherein said current presence state and said different presence state each correspond to said given user.

57. (Canceled)